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ABSTRACT

A METHOD OF SYNCHRONISING THE REPLAY OF AUDIO DATA IN A
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NETWORK OF COMPUTERS

A method of synchronising the replay of audio data sent as data packets in a
network of computers is described. The audio data passes from a source station to
destination stations within earshot of one another, and each data packet sets out
10   from the source station to respective destination stations at substantially the same
time, taking a travel time to reach its destination station. The travel times are
distributed over a range of times, and are difficult to predict. The method includes
determining the average travel time (or minimum travel time) of a data packet,
and providing a delay between the time a given packet is sent and its replay, the
15   delay being adapted such that it corresponds to a predetermined time equal to the
average travel time (or minimum travel time) plus a variable time. This results in
the synchronisation of audio data replay, because the average travel time (or
minimum travel time) is approximately the same for neighbouring destination
stations, on average.
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